NINJA WARRIORS

Controls for Ninja Warriors

AMIGA/ST JOYSTICK CONTROLS

Left-Move joystick left
Right-Move joystick right
Left somersault-Press fire and move joystick up & left.
Right somersault-Press fire and move joystick up & right.
Jump left-Move joystick up & left.
Jump right-Move joystick up & right.
Crouch-Pull joystick down.
Jump up-Push joystick up.
Defend-Hold fire button.
Throw shuriken-Press and release fire button.
(will only work when enemy is not near the ninja)
Slash with knives-Press and release fire button.
(will only work when enemy is near the ninja)

AMIGA/ST KEYBOARD CONTROLS

Left-Press left cursor key
Right-Press right cursor key
Left somersault-Press CTRL and cursor keys up & left.
Right somersault-Press CTRL and cursor keys up & right.
Jump left-Press cursor keys up & left.
Jump right-Press cursor keys up & right.
Crouch-Press down cursor key.
Jump up-Press up cursor key.
Defend-Keep CTRL key pressed.
Throw shuriken-Press CTRL key.
Slash with knives-Press SHIFT key.

DURING GAME
Pause game-Press P key.
Abort game-Press ESC key.
NOT DURING GAME
Select controls-Press F10.
Help screen-Press HELP.
Music on/off-Press M.
ST sound on/off-Press S.

C64 JOYSTICK CONTROLS

Left-Move joystick left
Right-Move joystick right
Jump left-Move joystick up & left.
Jump right-Move joystick up & right.
Crouch-Pull joystick down.
Jump up-Push joystick up.
Defend-Hold fire button.
Throw shuriken-Double press fire button.
Slash with knives-Press and release fire button.

C64 KEYBOARD CONTROLS

Left-Press Z
Right-Press C
Jump left-Press Z & cursor up
Jump right-Press C & cursor up
Crouch-Press X
Jump up-Press cursor up
Defend-Keep SHIFT pressed
Throw shuriken-Press cursor left/right key.
Slash with knives-Press SHIFT key

DURING GAME

Pause game-Press runstop key
Abort game-Press Q
Change ninja colour-Press S

SPECTRUM/AMSTRAD CPC JOYSTICK CONTROLS

Left-Move joystick left
Right-Move joystick right
Crouch-Pull joystick down.
Jump up-Push joystick up.
Left somersault-Move joystick up & left.
Right somersault-Move joystick up & right.
Throw shuriken-Hold fire button.
Slash with knives-Press and release fire button.

SPECTRUM/AMSTRAD CPC
KEYBOARD CONTROLS

Left-Press O key | Right-Press P key

Somersault left-Press O & Q keys

Somersault right-Press P & Q keys

Crouch-Press A key | Jump up-Press Q key

Throw shuriken-Press and hold SPACE

Slash with knives-Press and release SPACE

DURING GAME

Pause game-Press SHIFT.

LOADING INSTRUCTIONS

AMIGA

- Insert disc in Drive A (DF0:). Program will load and run.

ST

- Insert disc in Drive A. Program will load and run.

C64/128

- Plug Joystick into Port 2. If you own a C128, type 'GO 64' before following the instructions below.

TAPE - Hold down SHIFT key and press RUN/STOP. Press play on tape. Program will load and run.

DISC - Insert disc in Drive. Type LOAD "*",8,1 and press RETURN.

AMSTRAD CPC

464 TAPE - Press CTRL and small ENTER.

6128 TAPE - Type |TAPE and press RETURN. Press CTRL and ENTER.

464 DISC - Type RUN"DISC and press ENTER.

6128 DISC - Type RUN"DISC and press RETURN.

SPECTRUM

+3 - Insert disc and press ENTER

+2 - Insert tape and press ENTER

48k - Type LOAD "" and press ENTER

128k - Insert tape and press ENTER

Absolute Power Corrupts Absolutely

Many years ago, the young Bangler embarked on a political career - a good-natured and mild-mannered fellow, he quickly gained the support of electors and was voted into office. Within a few months, Bangler realised that he liked power and set his heart to obtaining it at any cost.

Gradually, his motivations, like his methods, changed for the worse. The idealistic, young, would-be-politician slowly turned into a power-crazed monster. Harnessing the power of corrupt individuals within the police force and army, Bangler's rise was meteroric. Bangler rose steadliy through the ranks of local government, national government and eventually won a seat on the World Government. His final alliance, with the international criminal fraternity, tipped the scales in his favour - Bangler finally suceeded in becoming President of The World.

Revolutionary Fervour

Democracy rapidly crumbled, once Bangler seized control of the planet - he was hardly likely to run the risk of standing in another election, now that he had schemed his way to the top. A few idealistic fellows continued to argue the merits of free elections and true representation of the people, but one by one they disappeared in mysterious (but always bloody) circumstances. Now Bangler's corrupt policemen and soldiers patrol the streets of every town and city on the globe, snuffing out the spark of dissent before the flames of revolution can catch...

The cause of Good is not totally lost, however. A research scientist by the name of Mulk still controls a vast underground laboratory set up by a previous World Government to research into robotics. Mulk and his staff are inspired by revolutionary fervour (well, Bangler did cut off their research grant the moment he took power), and they have decided that it is time to rid the world of the Big Bad Guy.

In the image of Man, Mulk and his mates created two assassination machines. Not from clay, but from the finest molybdeno-tinanium. These robotic Ninjas are the ultimate in programmable killing kit. The ultimate in killing kit, anyway - Mulk's team of scientists doesn't include programmers, so the Ninjas have to be controlled manually from a console that links into their servo systems via a high-band microwave link.

Mulk has sent his robo-killers onto the surface, and they're on a mission to rid the planet of its evil ruler. The long road to Bangler's fortified mansion awaits...

The Bangler Dash

Mulk has delegated the task of controlling his Ninja killers to you - sitting in front of the control console, your first task is to get the hang of Ninja operation. RTFM, as they say in the trade. Done that? Right... let the battle commence.

Five zones have to be penetrated on the journey to Bangler's hideout. Armed only with flesh-rending knives and a supply of magic-combatting shuriken stars, the two robo-killers have to be controlled with a fine degree of precision if the mission to murder Bangler is to succeed.

Bangler's henchmen are dotted throughout all six levels (only 5 levels on 520ST with single sided disk drive). Dodge and kill Bangler's ruthless troops who are armed with knives, guns and grenades – and watch out for the killer dogs from the Barkie Brigade! Just when things are going well, Bangler's magicians are likely to transport a seriously hard opponent into your part of the world. The magicians have some serious surprises in store, including the Hunchback Ground Spider, Ninja Swordlady, Iron Arm, Fire Breather, Sniper Bats, 3SVOs (laser-firing droids) and Giant Tank

Conflict commences in a Slum Zone, where death stalks the streets then the combat moves on to the Military Base. As night falls, the route to Bangler's lair takes our robo-heroes onto the mean city streets. Then it's on to the final stages: in order to penetrate the high security of Bangler's mansion the dynamic duo need to tarry awhile in the sewers - before facing up the to Evil Fat One himself...

Sharp reflexes, a will to win and an uninterruptible high-band microwave link are the keys to success. Mulk has provided the robo-ninjas and the control equipment - can you provide the rest?

CONTROLLI NINJA
CONTROLLI JOYSTICK AMIGA/ST

Sinistra	Muovi joystick a sinistra
Destra	Muovi joystick a destra
Salto mortale sinistra	Premi FUOCO e muovi il joystick in su a sinistra
Salto mortale a destra	Premi FUOCO e muovi il joystick in su a destra
Salta a sinistra	Muovi joystick su a sinistra
Salta a destra	Muovi joystick su a destra
Accosciata	Tira joystick in basso
Salta su	Spingi joystick in alto
Difesa	Tieni schiacciato bottone di fuoco
Tira il shuriken	Premi e rilascia il bottone di fuoco (funziona solo quando l 'avversario non è vicino al ninja)
Taglia con pugnali	Premi e rilascia il bottone di fuoco (funziona solo quando l 'avversario si trova vicino al ninja)

CONTROLLI TASTIERA AMIGA/ST

Sinistra	Premi cursore di sinistra
Destra	Premi cursore di destra
Salto mortale a sinistra	Premi CTRL e cursori su e Sinistra
Salto mortale a destra	Premi CTRL e cursori su e destra
Salta sinistra	Premi cursori su e sinistra

Salta a destra	Premi cursori su e destra
Accosciata	Premi cursore giù
Sala su	Premi cursore su
Difesa	Tieni schiacciato CTRL
Tira shuriken	Premi CTRL
Taglia con pugnali	Premi SHIFT
DURANTE IL GIOCO	
Pausa	Premi P
Abortire	Premi ESC
FUORI DAL GIOCO	
Seleziona controlli	Premi F10
Videata Aiuto	Press HELP
Musica accesa/spenta	Premi M
Sonoro ST acceso/spento	Premi S

CONTROLLI JOYSTICK C64

Sinistra	Muovi il joystick a sinistra
Destra	Muovi il joystick a destra
Salta a sinistra	Muovi il joystick in su a sinistra.
Salta a destra	Muovi il joystick in su a destra.
Accosciato	Tira il joystick in giù.
Salta su	Spingi il joystick in alto.
Difesa	Tieni premuto il bottone di fuoco.
Tira il shuriken	Premi due volte il bottone di fuoco.
Taglia con pugnali	Premi e rilascia il bottone di fuoco.

CONTROLLI TASTIERA C64

Sinistra	Premi Z
Destra	Premi C

Salta a sinistra	Premi Z e il cursore in su
Salta a destra	Premi C e il cursore in su
Accosciato	Premi X
Salta su	Premi il cursore in su
Difesa	Tieni schiacciato SHIFT
Tira il shuriken	Premi il cursore di sinistra/destra
Taglia con pugnali	Premi SHIFT
DURANTE IL GIOCO	
Pausa	Premi RUN/STOP
Abortire	Premi Q
Cambia colore ninja	Premi S

CONTROLLI JOYSTICK SPECTRUM/AMSTRAD CPC

Sinistra	Muovi il joystick a sinistra
Destra	Muovi il joystick a destra
Accosciata	Tira il joystick in giù
Salta su	Spingi il joystick in su
Salto mortale sinistra	Muovi joystick su e sinistra
Salto mortale destra	Muovi joystick su e destra
Tira il shuriken	Tieni schiacciato il bottone di fuoco.
Taglia con pugnali	Premi e rilascia il bottone d fuoco.

CONTROLLI TASTIERA SPECTRUM/AMSTRAD CPC

Sinistra	Premi O
Destra	Premi P
Salto mortale sinistra	Premi tasti O e Q
Salto mortale destra	Premi tasti P e Q

Accosciata	Premi A
Salta su	Premi Q
Tira il shuriken	Tieni schiacciata la BARRA
Taglia con pugnali	Premi e rilascia la BARRA
DURANTE IL GIOCO	
Pausa	Premi SHIFT

ISTRUZIONI DI CARICAMENTO

AMIGA	Inserisci il dischetto nel drive A (DFO:). Il programma si carica e gira da so1o .
ST	Inserisci il dischetto nel drive A. Il programma si carica e gira da solo.
C64/128	Se disponi di un C128, batti GO 64, prima di seguire le istruzioni seguenti.
CASSETTA -	Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira da solo.
DISCO -	Inserisci il dischetto nel drive. Batti LOAD"*",8,1 e premi RETURN.

AMSTRAD CPC

464 CASSETTA -	Premi CTRL e INVIO piccolo.
6128 CASSETTA -	Batti ITAPE e premi RETURN. Premi CTRL e INVIO.
464 DISCO -	Batti RUN"DISC e premi INVIO.
6128 DISCO -	Batti RUN"DISC e premi RETURN.

SPECTRUM

Inserisci il dischetto e premi INVIO.

48K -	Batti LOAD"" e premi INVIO.
128K -	Inserisci la cassetta e premi INVIO.

Steuerung für Ninja Warrior

AMIGA/ST JOYSTICK-STEUERUNG

Links	Joystick nach links
Rechts	Joystick nach rechts
Salto links	Feuerknopf drücken und Joystick hoch, dann links
Salto rechts	Feuerknopf drücken und Joystick hoch, dann rechts
Sprung links	Joystick hoch und links
Sprung rechts	Joystick hoch und rechts
Hocken	Joystick nach unten
Hochspringen	Joystick nach oben
Verteidigen	Feuerknopf gedrückt halten
Shuriken werfen	Feuerknopf drücken und loslassen (funktioniert nur, wenn Feind nicht in unmittelbarer Nähe von Ninja)
Messerschlag	Feuerknopf drücken und loslassen (funktioniert nur, wenn Feind in unmittelbarer Nähe von Ninja)

AMIGA/ST TATATATUR-STEUERUNG

Links	Linke Cursortaste drücken
Rechts	Rechte Cursortaste drücken
Salto links	CTRL drücken und Cursortasten Hoch & Links
Salto rechts	CTRL drücken und Cursortasten Hoch & Rechts
Sprung links	Cursortasten Hoch & Links drücken
Sprung rechts	Cursortasten Hoch & Rechts drücken
Hocken	Cursortaste Runter drücken
Hochspringen	Cursortaste Hoch drücken
Verteidigen	CTRL-Taste gedrückt halten
Shuriken werfen	CTRL-Taste drücken

Messerschlag	SHIFT-Taste drücken
WÄHREND DES SPIELS	
Spiel pausen	P-Taste drücken
Spiel abbrechen	ESC-Taste drücken
WENN NICHT IM SPIEL	
Steuermodus wählen	F10 drücken
Hilfe-Bildschirm	HELP drücken
Musik an/aus	Auf M drücken
ST-Sound an/aus	Auf S drücken

C64 JOYSTICK-STEUERUNG

Links	Joystick nach links
Rechts	Joystick nach rechts
Salto links	Joystick hoch, dann links
Salto rechts	Joystick hoch, dann rechts
Sprung links	Joystick hoch und links
Sprung rechts	Joystick hoch und rechts
Hocken	Joystick nach unten
Hochspringen	Joystick nach oben
Verteidigen	Feuerknopf gedrückt halten
Shuriken werfen	Feuerknopf zweimal drücken
Messerschlag	Feuerknopf drücken und loslassen

C64 TASTATUR-STEUERUNG

Links	Auf Z drücken
Rechts	Auf C drücken
Salto links	Auf Z drücken und Cursor hoch
Salto rechts	Auf Cdrücken und Cursor hoch
Hocken	Auf X drücken
Hochspringen	Cursor hoch
Verteidigen	SHIFT gedrückt halten
Shuriken werfen	Links/Rechts-Cursortasten drücken

Messerschlag	SHIFT-Taste drücken

WÄHREND DES SPIELS

Spiel pausen	RUN/STOP-Taste drücken
Spiel abbrechen	Auf Q drücken
Ninjas Farbe ändern	Auf S drücken

SPECTRUM/AMSTRAD CPC JOYSTICK-STEUERUNG

Links	Joystick nach links
Rechts	Joystick nach rechts
Salto links	Joystick hoch, dann links
Salto rechts	Joystick hoch, dann rechts
Hocken	Joystick nach unten
Hochspringen	Joystick nach oben
Shuriken werfen	Feuerknopf gedrückt halten
Messerschlag	Feuerknopf drücken und loslassen

SPECTRUM/AMSTRAD CPC JOYSTICK-STEUERUNG

Links	O-Taste drücken
Rechts	P-Taste drücken
Salto links	Tasten O und Q drücken
Salto rechts	Tasten P und Q drücken
Hocken	A-Taste drücken
Aufspringen	Q-Taste drücken
Shuriken werfen	LEERTASTE gedrückt halten
Messerschlag	LEERTASTE drücken und loslassen

WÄHREND DES SPIELS

Spielpause	Auf SHIFT drücken

LADEANWEISUNGEN

AMIGA: Diskette in das Laufwerk A (DFO:) einführen. Das Programm lädt sich und läuft automatisch.

ST:	Diskette in das Laufwerk A einführen. Das Programm lädt sich und läuft automatisch.
C64/128:	Besitzer eines C128 sollen 'GO 64' eintippen und dann den Anweisungen unten folgen.
KASSETTE:	Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken. PLAY auf dem Recorder drücken. Das Programm lädt sich und läuft automatisch.
DISKETTE:	Diskette in das Laufwerk einführen. LOAD "*",8,1 eintippen und auf RETURN drücken.

AMSTRAD CPC:

464 KASSETTE:	Auf CTRL und die kleine ENTER-Taste drücken.
6128 KASSETTE:	1Tape eintippen und auf ENTER drücken. Auf CTRL und die kleine ENTER-Taste drücken.
464 DISKETTE:	RUN"DISC eintippen und auf ENTER drücken.
6128 DISKETTE	RUN"DISC eintippen und auf ENTER drücken.

SPECTRUM

+3	Diskette einführen und auf ENTER drücken.
+2	Kassette eingeben und auf ENTER drücken.
48K	LOAD "" eintippen und auf ENTER drücken.
128K	Kassette eingeben und auf ENTER drücken.